

# A Galactic Primer & Game Manual





## *The Elements of the Game*



This game is ready to play, no planning or other parts are needed. There are various ways to expand upon Katalyka, but these are the essential parts that came with the box you just opened:



13 Player Culture Cards



The basic Gravity Deck (50 cards)



The basic Celestial Deck (50 cards)



The basic Organica Deck (100 cards)



The basic Katalyka Deck (100 cards)



13 Hex Map sections



120 Hex Map Markers



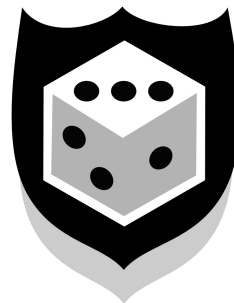
108 Bond Markers.



Approx. 1 lb Entropy investment tokens



15 six-sided dice



# Contents

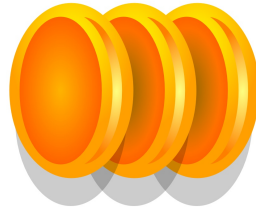
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# Welcome to the Universe of Katalyka!

At its heart, this game is about awareness. Take a look around the room you are reading this in: everything in your life, every single thing on your planet is a living piece of an organic system. The Universe is an amazing collection of energy and material, and learning how to interact with different levels of this life is a process of awareness. Some cultures are friendly to each other, and some parts of the Galaxy do not have friendly intentions towards other levels, consuming them, or treating them harshly.



# Quick Start Section



## What is the Game About?

The Galaxy is a living being, from the hyperdimensional networks of the Celestial level to the nanoscale interactions of the atomic level. Somewhere in between the smallest and largest things, we find things such as planetary surface life: one of the levels of life with an abundance of entropy because it is a relatively safe place to invest in and play with.

When a set of information, a goal, or a pattern of behavior is communicated into the Universe long enough, it begins to create a Celestial consciousness that interacts across many levels of life..

If that Celestial consciousness becomes a stable thing that becomes important to other levels of life, it can become a collaborative lifeform that spans the Galaxy. In Katalyka, this is what is called a Galactic Culture. The goal of Katalyka is to create and spread your culture, eliminating rivals by absorbing them!

## How To Play The Game!

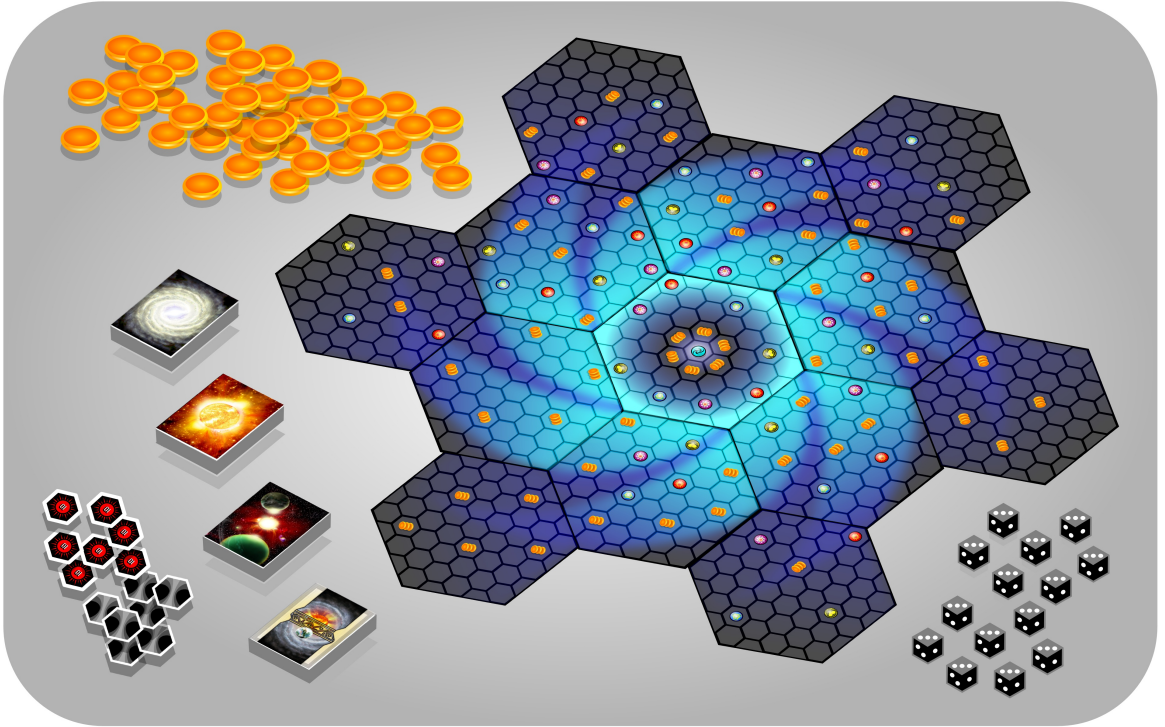
Players take turns using their resources to invest in their culture, explore the Galaxy for new allies, and spread your culture by competing with rivals.

The generation and flow of Entropy through the game is guided by the cards drawn, and each card has multiple gameplay options, with each deck adding to the complexity and to your culture-building options.

People will get cards they don't want, its inevitable! Its an intentional part of the resources and economy of Katalyka. This is where trading and commerce of Entropy comes into play. Different players will have different ways of handling their Entropy and the cards they draw. What you can do and how much you have to do it with is going to be about half 'luck' and half 'strategic skill'.

# Setting up a game!

Place the Hex Map on the playing area any shape you want, and the four thoroughly shuffled decks in order near it. It should look something like this...



Put the dice, Entropy tokens, and Hex Map Markers somewhere that all of the players will have easy access.



Each player picks one Player Culture Card to start with, placing one orange glass Entropy Token on the icon labeled "8". Roll dice in case more than one player wants the same Player Culture Card. Place the Hex Map Marker labeled "01" somewhere on the map, to show the location of your Player Culture Card.

Each player rolls a die, highest roll starts first. Re-roll ties. Turns move from player to player, clockwise.

# The Player Culture Cards

Each player starts out with only their Player Culture Card and the first Hex Map Marker, to represent its location in the Galaxy. Each card has a different set of capabilities, so choose one that fits the playing style you want to try.

The Player Culture cards are partly graphical maps for storing and moving Entropy tokens. Entropy is the energy of the Universe that builds reality and causes things to happen.

## The Anatomy of a Player Culture Card

**Culture's Emotive Pathway Icon**

**Name and description**

### Hive Ambassador

Collaborators with the highest levels of organic symbiosis, the Hive of Kita Vora constructs some very decadent and friendly organic creatures for interspecies interaction and to bring the joys of Singularity to other cultures. They are well known for inventing some of the Sin Eater cults favorite molecular compounds to outlaw and The Corporation to sell, earning high profile conversions to the Hive.

The Morale on this card represents your ability to inspire people with your culture. At the beginning of the game, put one Entropy token here on "8". This is how many tokens of Entropy that this card generates at the beginning of each turn.

**Investment**

When the investment pools have Entropy tokens in front of them, that allows you to put Entropy into purchasing the items at the end directly, without having to convert it through Emotional Pathways.

**Morale**

This is your card's special ability. If you fill these investment pools, you get to do this, and rival players can not roll a defense against it. Once the effect is activated, you discard the Entropy tokens

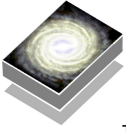
**Swarm**

Doubles the effect of one card, as if it was played twice.

This is the Emotional Pathway token, and it represents an ingredient that is needed to fill these pools

**Death**

If any of the cards in your culture are Attacked by a rival player and your Defence Dice roll fails, you have to lose one Morale or give away the Attacked card to the rival player. If your Morale ever reaches the circle with the skull in it, then your culture has failed and you are out of the game.



# The Galactic Deck

The Galactic deck offers up a card for every round that is an interaction with the Galactic Core Culture, as they occasionally move through star systems, or make requests of local systems from a distance. This allows the gameplay to be altered slightly each turn, adding a level of variance to make the gameplay more engaging. This also allows for the single player game to be more fun to play!

Step 1. If there is no Galaxy card in play, draw one and place it face up near the map.

Step 2. Read the card out loud for the other players, and apply it to gameplay. Requirements and Recombinations stick around, Donations are gifted and discarded.

## The Anatomy of a Galactic Deck Card

**Name and card type.**  
Galaxy cards come in three main types: Requirement, Donation, and Recombination

**Card art for decoration and distinctiveness**

**This explains the story behind the card**

**If there are payments, gifts, or some other combination of rules, it will be written here**

**This teal spiral symbol represents the Galactic Emotional Pathway. If you are seeking to interact with one of these Galactic Deck cards, you will need to invest your Entropy into a Celestial card pool to convert it into purchasing these.**

**Some of the cards grant special abilities**

**Galactic**  
**A04 - Galactic Core Realignment**

**Requirement**      **Interactions**

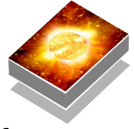
The Core Culture needs some attention from its Celestials as it re-focuses to interact with a nearby galaxy cluster.

The first player to pay at least three Galactic Gravity tokens gets to keep this card, worth one future TURN SKIP. Place the card on any rival player during your turn, and that player loses their next turn. If more than one player wants this card, it goes to the highest bidder.

**SKIP TURN**



# The Celestial Deck



The Celestial deck offers you stellar life cards that generate Entropy and choices for you to transform Entropy into. Using a combination of luck and wise investment, you can win over Katalyka, Organica, and more Celestials to expand your culture!

Step 1. Count your Entropy for the turn across all Celestial cards and gather that amount of Entropy tokens.

Step 2. Spend Entropy in the purchase pools, place purchases, and discard spent Entropy. Each new Celestial needs a Hex Map Marker that can be placed anywhere on the map. Hex Map Pathways must grow from a Celestial Hex Map Marker.

## The Anatomy of a Celestial Deck Card

**Name, card type, and description.** Card art for decoration and distinctiveness. You can also place unused Entropy tokens here, between turns, if you have not decided how you want to invest them.

**The Celestial's quote, for character.** This is how many Entropy tokens this Celestial produces at the beginning of each turn. Celestials can share Entropy.

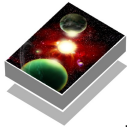
**Conversion Cost**  
**B04 - Alsciaukat**

**Entropy / Turn**

**Investment**

**The Entropy investment pools. Different Celestials have different combinations of tokens, markers, and cards they can buy. When you fill a row with the item on the left, you get the item shown on the right, and then you discard the spent Entropy.** These are the symbols for the various types of cards your Celestial can often purchase. This is how you grow your culture. Some cards also allow you to purchase Galactic Emotional Pathway tokens, or Hex Map Pathway Markers.

**This is a Defense Dice icon. Celestials by themselves can not Attack, but if they are Attacked, they can purchase Defense Dice rolls where you see this icon on their card.**



# The Organica Deck

The Organica deck is about learning how to interact with different kinds of planets and other large things that orbit stars. Use combinations of cards to invest in thirteen different emotive pathways to turn Entropy to more complex interactions.

Step 1. Advance Emotional Pathways by combining Regent and Reactant cards with System cards.

Step 2. Convert Entropy tokens into Emissive Pathway tokens. Store converted Entropy on the picture at the top of the card, leaving one converted Emissive Pathway token on the active pathway icon.

## Anatomy of an Organica Deck Card

Name and card type.

Conversion Cost  
C03 - Patternist Culture

System

Emotive Path

Stores

Card art for decoration and distinctiveness. This area is also useful for storing Entropy tokens that have been converted into Emotional Pathway tokens.

The Emotive Path allows you to convert your Entropy from the Celestial cards into other things that are represented by the thirteen different culture icons.

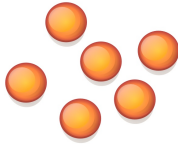
Organica cards come in four main types: System, Regent, Reactant, and Inert.

Systems offer the most flexibility, Regents are the most common, Reactants are more specific, and Inerts only convert and store.

These Entropy icons show how many tokens are needed to create one of the Emotive Pathway tokens shown on this card.

These card icons represent what is needed to combine with this System, to advance the Emotional Pathway.

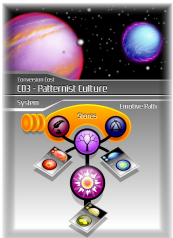
# The Emotional Pathways



Let's start with six Entropy tokens and a Patternist Culture System.

I'm going to take a moment to teach you more about the system that allows you to build your culture by recombining and levelling up your planetary resources. Depending on what cards you draw and how you combine them into different star systems, you can use them to purchase special abilities on the Katalyka cards to unlock the "upper" pathways and start building your culture on new levels of life.

Notice the three Entropy icons and the orange bar that says, 'Stores'. That represents this card's starting conversion rate. If you put three Entropy tokens into this card, it changes them into one Archivist or one Anarchist Emotional Pathway token, which are the dark magenta and dark blue icons on the orange bar. We started with six Entropy tokens, so this card now has two stored on it. You can use the starting Emotional Pathways at the same time, but until you get a Regent or Reactant card to combine it with, these are the only two Pathways on this card.



To advance this System, you need either one of the cards shown on the opposite sides of the icons in the orange 'Stores' bar.

Now, let's say you just used a Celestial card to purchase another Organica card, and this time you drew what you were looking for, an 'Order of The Singularity' Regent, the card with the red icon, shown to the right. You can use a Regent on its own to convert Entropy into Order of The Singularity Emotional Pathway tokens, or you can put the Regent underneath the System card and combine them into a new Emotional Pathway, and now the card also makes Patternist tokens (the purple icon with the tree on it) in ADDITION to the two 'Stores' pathways.

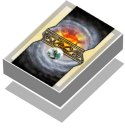


If you want to advance this System one more time, you have to find a 'Circle of Life' Regent (the card with the yellow icon, shown on the left). Adding this card will now allow you to make Elite Emotional Pathway tokens (The multi-colored icon in the center).



If you want to keep track of your System's advancement, without checking cards, just place a converted Entropy token on the newest Pathway that you have reached.





# The Katalyka Deck

The Katalyka deck deals with micro-organic life, and the various complexities of interaction involving cultural movements, secret patterns, and technology. Complex levels of gameplay are unlocked when you discover the best combinations.

Step 1. Hex Map movement. Each trip between Celestials costs one Entropy token, and both Celestials must be connected with Bond Markers.

Step 2. Invest Emotional Pathway tokens into Defense Dice and Attack Dice pools.

Step 3. Initiate any Attacks on rival player's cards. There must be Bond Markers connecting the two Celestials the cards are located at, unless otherwise stated.

## Anatomy of a Katalyka Deck Card

Card art for decoration and distinctiveness, each of the different Emotional Pathways uses a different art color, matching the icon.

Name and card type.

If you play with the optional "prerequisite" rules, any required cards to play this card are listed here.



This is the card description, the first part offers up some background about the card, the second part describes gameplay rules.

Needs D05 - Neural Readers

Interactions

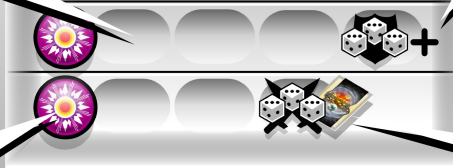
The Entropy investment pools. Different Katalyka have different combinations of Attack Dice and Defense Dice they can buy. When you fill a row with the item on the left, you get the item shown on the right, and then you discard the spent Entropy.

Once you have uploaded yourself into your own Personal Nanocloud, you have created the perfect emissary for carrying out your business.

When this card's Attack Dice pool is full, after losing a Defense roll or forced to discard a card in your culture, you may choose to discard any other card you want to, it can add its Defense pool to other cards at the same Celestial.

These are the symbols for the various types of dice pools you can purchase. If there is a plus symbol next to the icon, you can use that dice pool to purchase Attack or Defense dice for other cards.

This is the Emotional Pathway token icon. To purchase dice pools on a Katalyka card, you usually have to convert raw Entropy from Celestials, using Organica cards.



The type of deck shown next to some Attack Dice icons indicates the type of deck that card can Attack. If there is no deck icon shown, then it can not directly initiate an Attack. Read the card for details.

# Putting It All Together

Now that we've done a run-down of the various cards, let's take a look at how they work together. Each deck is designed to have a specific set of interactions. Some cards are able to do a lot of different things, while others are more specialized and are nearly worthless without being able to find a compatible card and combine them together.

## Celestial Machines

Even though your culture's Celestials share their Entropy, they do NOT share Emotional Pathway tokens. Once Entropy has been converted by using one of the Organica cards, it must stay in that System. The Organica cards, Galaxy cards, and Katalyka cards can move from Celestial to Celestial, but the Celestials must be connected together with Hex Map Bonds. Moving one card to another Celestial costs one Entropy token.

The trick is to build each Celestial's System into an efficient Entropy conversion machine. You can put as many Organica, Galaxy, and Katalyka cards as you can afford to purchase... at each Celestial.

## Attack and Defense

Once you have a Katalyka card with a full Attack Dice pool, and its Celestial Hex Map Marker is connected to your rival's Celestial Hex Map Marker with Bonds, simply announce during the Katalyka Deck part of your turn that you are going to roll an Attack, and indicate which card you are Attacking. Discard the Entropy from the pool, and roll the amount of dice shown in the icon.

## Determining Success

If the rival player can roll Defense Dice to protect the card, then add up and compare the results. The player with the highest dice total rolled is successful. In case of a tie, re-roll.

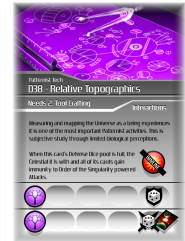
When you successfully Attack a player's card, they have to decide if you get the card or not. If they keep the card, they lose one Morale point from their Player Culture card. If they give you the card, you can either discard the card from play, or add it to your culture. If you add it, the card can go to any of your Celestials connected with Bond markers to your successfully Attacking Celestial.



Celestial cards produce raw Entropy tokens.



Entropy is converted into Emotional Pathways with Organica cards.



Emotive Pathway tokens are invested in Katalyka cards, which enable your culture to grow, evolve and Defend your culture, and Attack or influence rivals.

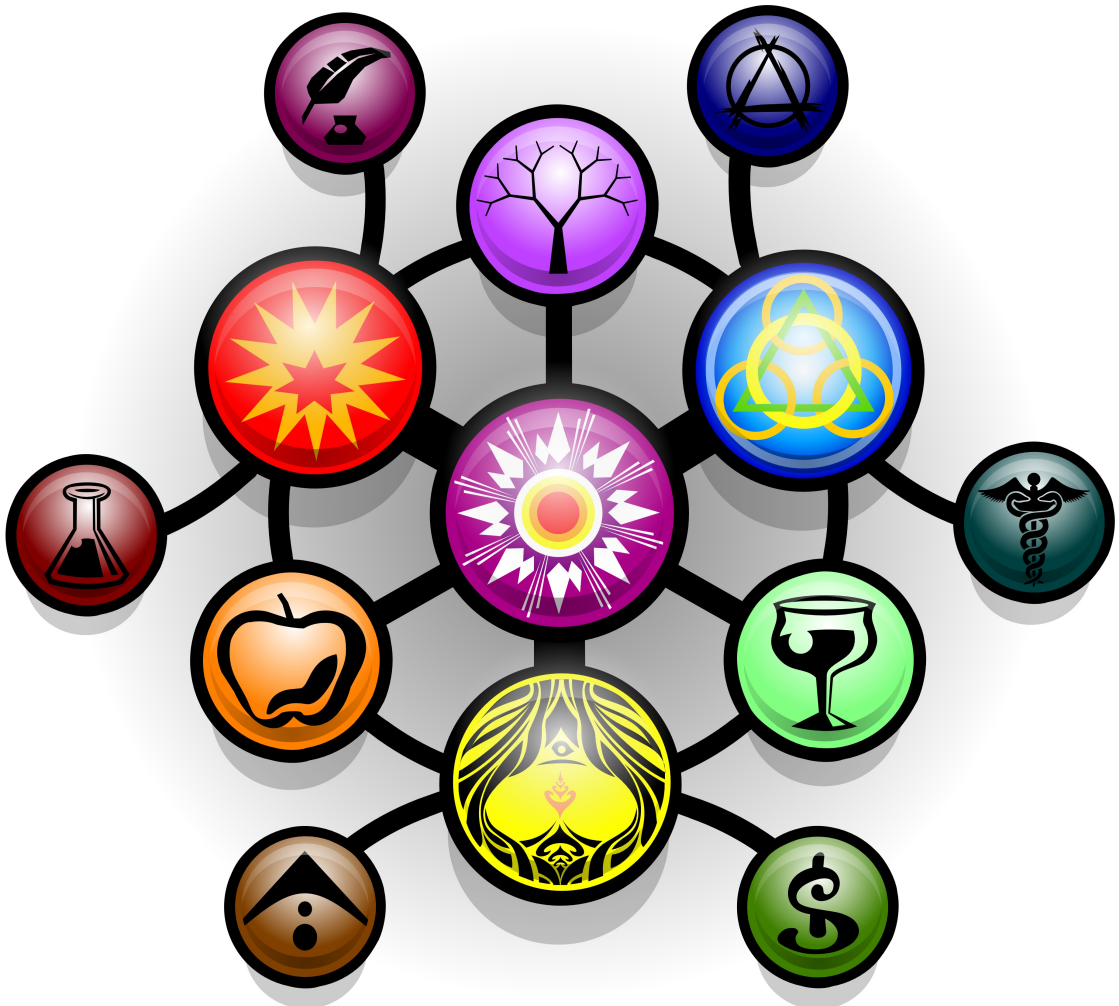


Defense Dice Attack Dice

# The Thirteen Cultures

The different playable cultures each have a unique feel and special unlockable abilities. Even though you started out with only one of these cultures on your Player Culture card... if you want to win the game you will probably have to learn to appreciate and interact with as many of these cultures as you can.

Each culture is represented on the cards by a different icon, shown here in the full relationship map, and explained in more detail over the next few pages...



# A Galactic Primer

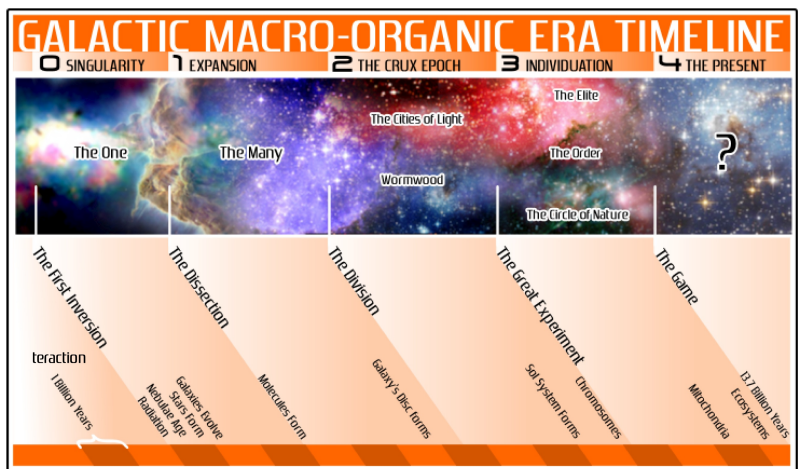
Many philosophers in history have asked, "If the Universe is guided by a massive network of intelligent beings, why is there pain and suffering in life?"

The answer to this question is relatively straightforward. We learn more from pain than from pleasure alone. Pain is a strong motivating force, and is useful to beings who want smaller lifeforms to serve their interests. If there is a mindset that feels boundless and experiences no pain, then what impetus does it have to learn? How does it improve itself? How does it cope with the limitations of living, what reason does it have to be kind to those who are weaker or less fortunate than it? Why would it ever help someone who was crying out in pain?

If the Universe became completely hedonistic, and felt no desire to help anything in need, then it would literally begin to fray apart as anything at the edges or in stressful situations would "cause it discomfort" and therefore threaten its enjoyment of pleasure. A care-giving mindset survives and grows because it IS literally the mindset that chooses to survive and grow in ways that other mindsets simply don't WANT TO. A care-giving mindset is also the main source of emotion.

Emotion is the energy in motion from the Macro Organic to the Micro Organic (generally), and it is part of the healthy flow of life. Some believe that the different emotions may literally be physical collections of different kinds of atomic, subatomic, and higher-dimensional energy moving through our bodies as a catalysing force, and that is why emotions have such a strong physical effect and so many different feelings are so consistent from being to being.

Hydrogen based life sometimes has a hard time identifying with the colder and heavier atomic-based life. The reasons these thirteen cultures are the basis of interaction in the game is because they are based on a physics model called Holistic Rationality and they represent patterns of behavior that are consistent from level to level of life in the Universe.



# The Elite



The Elite are the most powerful beings in existence. By definition, they live across multiple levels of the Universe, spanning civilization through time and space. They can alter the course of history simply by thinking about it. The origins of the Elite themselves are numerous. Generally, they spread themselves as patterns of behavior and information through the Celestial consciousness. There are as many different pathways to forming these patterns as there are stars in the sky. The Elite are generally divided into two main mindsets. There are Elite moving inclusively towards a unified whole, and Elite moving exclusively to limit and control various parts of the Universe out of mistrust, decadence, ignorance, and greed.

# The Order of the Singularity



The main tenet of belief to members of The Order is that keeping the Universe united as one organic being is an important goal. This mindset tends to generate upwards from the smaller spheres, as they seek to return to the comfort of the true Celestial singularity. The most protected beings of The Order keep the mindset that the living Universe must never be cut up and sold to build profit. They seek ways to find the connections between seemingly disconnected things in the Universe. They help develop empathy and appreciation for as much of the Universe as possible. Many of the beings of The Order believe in sharing the resources of their collectives.

# Archivists



These are the beings who understand that the strength of the atomic material lies in the fact that it is a stable and slow cascade effect. This allows the churning and ever changeable consciousness of the Stellar Singularity an opportunity to attain true self awareness and to have a record of events: both in the material, and in the energy. Many members of The Archivists believe that keeping some parts of their knowledge a secret is protection against infiltration.

# The Engineers



These are the builders and designers that create the shelters of their society. They construct the entertainment stages, protective barriers, and workspaces. The best of them seek to build a balanced ecosystem, to increase comfort and to reduce suffering, where possible. The most prolific and long lasting engineers of The Order engineer not only for their own interest, but for the interest of the entire living Galaxy, beginning with the level of life they are experiencing here and now. They challengege the Macro Organic to discover new refinements.



# The Circle of Life

Adherents to the Circle of Life claim that sharing equally is not the best way to interact because the Galaxy is safe and they are here to consume as much of it as they can. They believe that greed is a driving healthy force and that they should be invested in for the lives they have crafted. One key to understanding the Circle of life is that they believe in the power of advertising as an adaptation of mating display rituals, and they fill their world with communication designed to make other beings notice them and like them while they figure out any way possible to benefit from the situation. These are people who believe that any material around them that they can claim is their personal possession and so institute laws to protect and increase their holdings. They tend to form into Lordships, Kingdoms, Nations, Empires, and Military Police-states



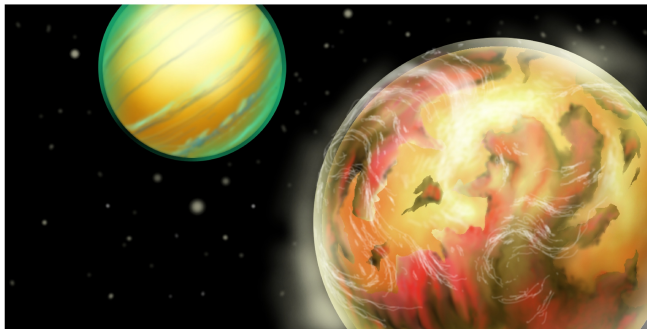
## Nomads

These are beings that believe in the power of trade and personal possession, but are uninterested in increasing the wealth of those who are already wealthy, so they seek to build an alternative economy. If they are in a resource oppressive area they base their own wealth in their bodies, their talents, or their ability to connect with new ideas. They often use seduction to bring in audiences, and seek to disconnect themselves from the bounds of their society in order to channel the sections of the upper Macro Organic life that is being limited or denied by their oppressors.



## The Corporation

The members of the corporation believe in capitalizing nothing and always telling the truth. They are not interested in keeping the living Universe desensitized while they unceremoniously cut it up and sell the pieces. They never try to serve as avatars of the Elite.



# The Forgotten



When some part of the Universe enters into a panic mode and begins isolating elements, to literally remove them from the normal flow of life to test or kill them... this is called becoming one of The Forgotten by some parts of the Celestial consciousness. No one is supposed to want to be Forgotten. It is a rare being that claims to be counted as part of The Forgotten. By definition, you'd have a hard time even remembering meeting them. Surviving as one of The Forgotten is an experience where beings tend to learn a LOT... and quickly. Forcing someone into being Forgotten is the most extreme measures that a being of living consciousness can try. The idea behind this is to break the will of the target, to break down their body, and to break apart anything that is part of their enjoyment of living by relentlessly attacking them for anything and everything they do.

## Surgeons



To the living Universe, things that you may not expect to be working for the health of the system may actually be acting as a surgeon to remove undesired elements. Even seemingly feral predators and murderers have been implemented and successfully completed tasks to improve life. There are also acting healers who work as surgeons to heal the wounded and the ill. Anyone who works to improve the health of another piece of the living Universe can be said to be a part of this group. If they will only do it when they can make a profit, then they can be thought of as moving clockwise towards the Circle of Life and away from The Order.

## Anarchists



There is a rational and powerful reason why many people engage in the seemingly self-destructive pathways of Anarchy. Hidden deep within the mysteries of the Universe there are beings who have discovered that simply by sowing enough chaos around themselves, they can destabilise their enemies. Inducing an Anarchist movement into a rival is one of the most effective ways to distract and destroy.

# The Minor Cycle

## Sin Eaters

There are three aspects of Sin Eating. First, you must convince your target that they are wrong for feeling an emotion or a desire. Second, you must provide a believable method by which you can serve as the release of the target's guilt. That will allow the Sin Eater to either blackmail or take advantage of their target in some way, Finally, if their discomfort becomes too great, you convince another target to release them from their sin completely and become their martyr. If they see through this, then you can begin a new crusade by targeting consumption itself. Just take on the mindset that the living Universe must be a perfect being, and then you can attack limited individuals for almost anything they do.



## Patternists

Telling us that there is no truth implies that the universe is unknowable or always lying in some way... if we are stripped of our ability to define ourselves in any way, then we are literally robbed of our meaning. If we have no meaning to our lives then our self awareness begins to drain away and become lost, never knowing how to navigate. There is such a thing as "your mind being a little TOO open", because this would be HOW something with very negative intentions toward you can trick you into self destructive or counter productive behaviors.



So the Patternist navigates this conundrum by seeking out beings they consider successful and observing their patterns of behavior, to adapt and recombine into new consciousness applications. One way they achieve this is through seeking out stories and recorded texts. Another way is by watching people in public places.

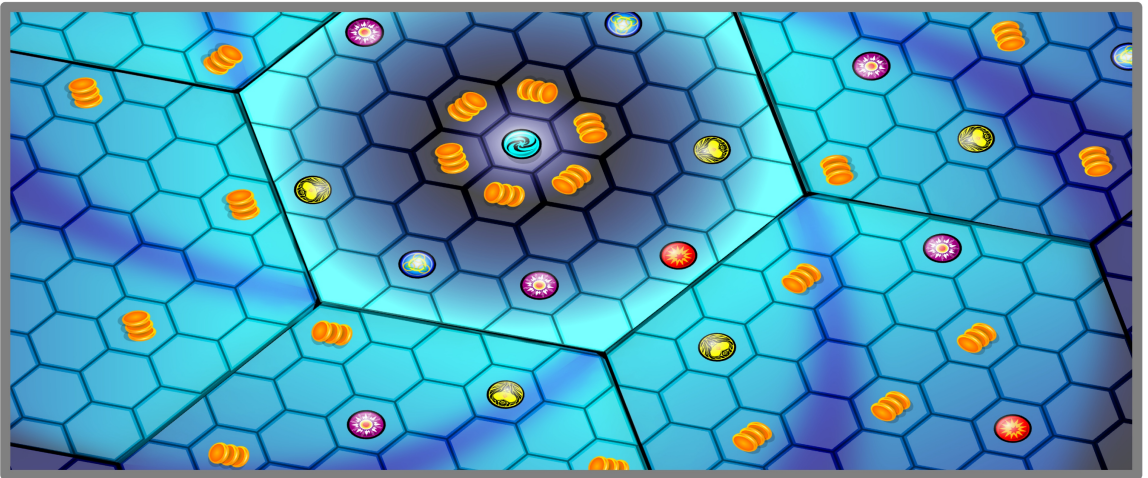
A master of this discipline learns to see through what is recorded and what is acted upon... and they often become adept at the arts of perceptual deception: magicians, humorists, and advertisers.

## Chordists

They believe that information must be open source in the living Universe. They are often actively working as field workers of The Order, spreading life information to areas that have become overrun by the Elite. Sometimes they work as a messenger on behalf of the Celestials. The Chordist believes in empathy, and in encouraging others to use rationality and emotion to build the universe in the best ways possible. Chordists do not believe in taking advantage of other people, but if they find themselves in a Circle of Life system, they will try to survive and take part while they spread information about the living Universe.



# The Galactic Hex Map



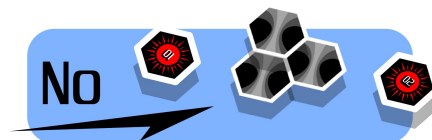
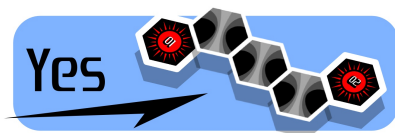
## Celestial Hex Map Markers

Once you have placed one of your Celestial's Hex Map Markers you cannot move it, unless a card you draw indicates otherwise. The Markers are numbered so that you can keep track of what cards are located at specific places on the map, which becomes an important aspect of strategy in Katalyka.

## Bond Markers

Bonds are what allows interaction between Celestials, both within your culture and between rival players. The general rule is that unless two Celestials are connected with Bond Markers, they can only trade Entropy between each other. There are exceptions to this in the Katalyka Deck, and the altered rules will be on the card itself.

You can place a Bond Marker anywhere on the board that is not occupied by a Celestial, but they have to be in contact with the Celestial where they were created, through other Bond Markers and Celestial Hex Map Markers.



# How do we win?

There are a few different types of gameplay style that your group of players can enjoy. Each one offers different types of Endgame, or achievements that win the game for the player that completes it:

## Solitary Refinement

Time yourself and see how quickly you can build your culture and achieve Katalyka. For more of a challenge, when you draw a new Katalyka card, treat it as a rival player Attacking your culture as if its dice pools are full.

## Katalyka Co – Op

This is good for shorter games, where the players all work together to build a cooperative Galactic Culture. The two players to both build a completed Katalyka is the winning team. In this version of the game, cards can not be discarded due to losing an Attack, and Player Culture card Morale is ignored. Part of the fun in this style of play is trading cards between players becomes a bigger part of the game.

## Galactic Empire

Competitive play, good for evening-long or multi-night sessions. When you occupy the entire map, and have no rivals left, you win the game!

## King of The Well

The players compete to occupy the Center position on the Galactic Map, which grants points for each round you keep your resources active on the Center. Good for sessions on smaller tables. If you want to play with more of the map, you can also agree that the first player to occupy all of one specific Emotive Pathway on the map wins the game!

## Free For All

In this version of the game, the first player to complete ANY of the available Endgames (Katalyka Co-Op, Galactic Empire, King of The Well) wins.

# Troubleshooting Guidelines:

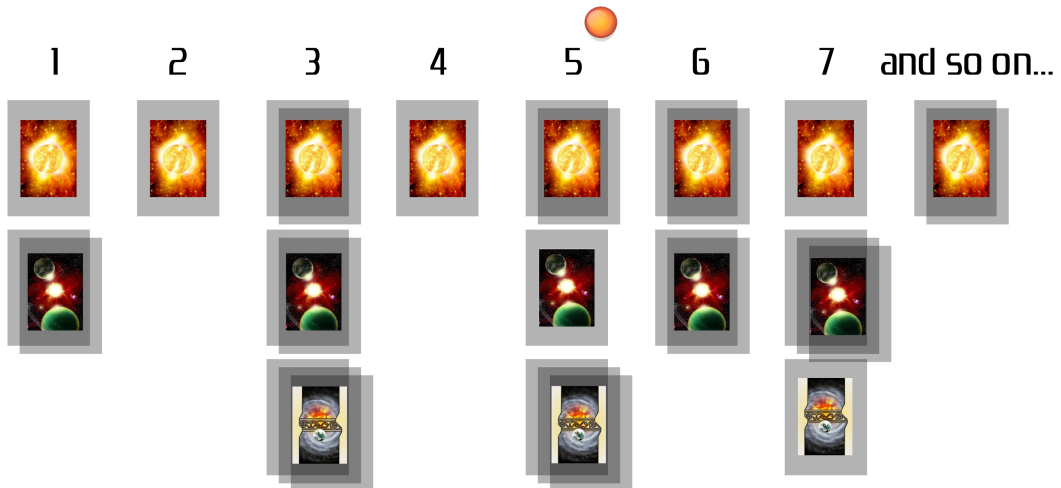
If a card's interaction text calls for a type of card that is not in play yet, ignore that card and discard it.

Play usually begins somewhat slow, and becomes exponentially faster and more challenging as the game lengthens. This is part of the design of the game. However, feel free to experiment with house rules or ignoring the pre-requisites on Katalyka Deck cards, if the game starts to feel too complex for your play level. The idea is to have fun... not to cause headaches.

## Organising Your Culture

There is no maximum number of Celestials, but for the sake of everyone's sanity, the maximum number of Celestial Map markers is 40. Its okay to have more than one Celestial at the same location, binary system stars happen all the time. You'll probably want to double-up (or more) Celestials, anyways.

If you are playing a longer game that takes up an evening or more, its easy to start filling up the play area with cards, so keeping track of what Celestial goes where is important. Try using binder clips to hold your cards together in groups, if it starts getting too messy. Here's another recommended method for organising your cards into groups:



Place your Celestials and their cards in order from left to right, with a random marker like a penny or a Hex Map Bond marker at every fifth grouping. If you are playing a two player game, use the unused teams' Celestial Map markers. That way when you need to locate a numbered system quickly, its easy to count.

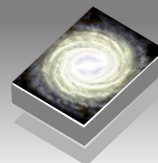
# One Turn of Play

Each player makes their moves, one at a time, going clock-wise around the room.

## The Galactic Deck

Step 1. If there is no Galaxy card in play, draw one and place it face up near the map.

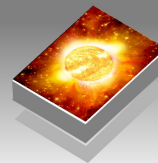
Step 2. Read the card out loud for the other players, and apply it to gameplay. Requirements and Recombinations stick around, Donations are gifted and discarded.



## The Celestial Deck

Step 1. Count your Entropy for the turn across all Celestial cards and gather that amount of Entropy tokens.

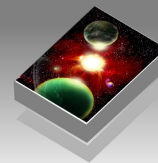
Step 2. Spend Entropy in the purchase pools, place purchases, and discard spent Entropy. Each new Celestial needs a Hex Map Marker that can be placed anywhere on the map. Celestial Bond markers must grow from a Celestial Hex Map Marker.



## The Organica Deck

Step 1. Advance Emotional Pathways by combining Regent and Reactant cards with System cards.

Step 2. Convert Entropy tokens into Emotive Pathway tokens. Store converted Entropy on the picture at the top of the card, leaving one converted Emotive Pathway token on the active pathway icon.

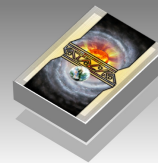


## The Katalyka Deck

Step 1. Hex Map movement. Each trip between Celestials costs one Entropy token, and both Celestials must be connected with Bond Markers.

Step 2. Invest Emotional Pathway tokens into Defense Dice and Attack Dice pools.

Step 3. Initiate any Attacks on rival player's cards. There must be Bond Markers connecting the two Celestials the cards are located at, unless otherwise stated.



## The Player Culture Card

Step 1. If there is no Galaxy card in play, draw one and place it face up near the map.

Step 2. Read the card out loud for the other players, and apply it to gameplay. Requirements and Recombinations stick around, Donations are gifted and discarded.



Thank you for playing Katalyka, I hope you enjoy it!  
If you have any questions or comments, please email me:  
[unlabeledsoul@gmail.com](mailto:unlabeledsoul@gmail.com)

For some free downloadables, and more ideas to expand your Katalyka gameplay:  
visit <http://www.xxx.com>

This game is dedicated to the bought and sold,  
the disaffected, the hopeless, the trapped, and the enslaved.



# WARNING

Playing this game may cause insanity, extremely exaggerated perceptions, or ancient secret-society hazing rituals to begin. Please consult with a mental health professional before playing. No similarity to persons, places, or things, living or undead is intended. Several people were harmed during the making of this game, but we swear we didn't do it, and you can't prove it anyway!

"Do not taunt Happy Fun Ball."  
- Saturday Night Live.